

# Old Skool Games

Bringing the gaming past to the present



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F-ZERO  
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CastleVania



Road Rash

## Featured Review METROID



Issue #1  
March 2004

*When in doubt, cheat. When caught cheating - RUN!*

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## Featured Review: Metroid



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## Note From The Editor:

Many of you have probably noticed that an article titled "What is Old Skool Games?" is now missing from Issue #1

It was deemed appropriate to remove this article as it was old, and had become deprecated, and is thus no longer relevant to the magazine.



# Modern Games...

*Are games really fun anymore?*

By: *Zachary Bartels*

I have often asked myself this question, and more often than not I find myself spitting out an ominous "no". You see, I come from a long line of people, people who enjoy playing games; not interactive cinematic experiences. Before everyone asks themselves what the hell I am talking about, let me explain. By "interactive cinematic experience", I really mean most modern games, RPG's specifically.

Now I don't have a problem with modern games at all, honestly. I have played some very good games from the mid to late nineties and onward, and a good portion of them were on most of the newer modern consoles. I was very ecstatic when I got my Sony Playstation back in high school, which admittedly wasn't too long ago; OK I guess six or seven years is a pretty long time... Anyhow, I really loved my PSX and in fact I still do, I have both the portable and console versions of the PSX. Games were great back then, hell some games are still great today, but I just don't know what direction the industry is heading in. One thing is certain though, it's heading in the opposite direction from me.

Have gamers developed in that we crave more and more play-time, or have we in fact been "dumbed down" by the companies? It used to be that beating a game could take days or even a week or more. Now we can beat them within hours. Is this really what you want? To spend forty, fifty, and sometimes upwards of one-hundred dollars on a brand new game, only to become bored with it nine to fifteen hours later? It's not what I want, no sir, methinks not. This trend seems to be increasingly evident on PC's to be honest but it is also spreading to consoles and it doesn't look like it's stopping.

We get a lot out of games these days, I fully submit that fact. Flashy graphics, great music, good controls (for the most part). It seems to me though, that overall replay value and plot substance are diminishing; even within the Final Fantasy series. Of course I understand that the main theme behind every Final Fantasy (except maybe I or II) is love, but Jesus Christ, how many times can you do this? I loved Final Fantasy VII dearly, just as I do all the previous titles. When I heard IX would be "the last of the old style" I was devastated. I played VIII, but it felt wrong and I totally did not touch that piece of trash called Final Fantasy X. This however is my personal opinion, so don't take much offense.

There aren't many good RPG's out there these days, games that should have sequels simply don't get them while games that are pure rubbish do. Action games are all one in the same as well, run player run, see demon, shoot demon, run player run... ???? Perhaps the game industry is heading for another blow out like back in the eighties? I mean you have a mass market flooded with

game after game, most not worth playing more than once (if even worth completing). You have fans and developers becoming more concerned with how many polygons are in the game than if it makes sense, or if the environment is truly believable (depth perception aside, can you really "get into" the game?)

Of course, as noted earlier we are shelling out more and more money for games of lesser and lesser play-time and what I feel to be less quality. A game should engage you, it should make you focus and think, it should ask you "what next?" Instead of telling you "here let me lead you by the hand". In this age of FMV's and ungodly amounts of CPU power going into games you won't sell if you don't have "1337 3-D Graphiocs" - doesn't it strike you as a bit odd? I know it strikes me that way. I like my 2D games, they had substance and goals; more importantly they didn't stress the programmers like I'm sure games do now.

Now don't misinterpret that either, by stress I mean it's a hell of a lot easier to make a 2D game compared to a 3-D one. Perhaps this also factors into the whole issue of levels / play-time versus content? I could see developers putting much more work towards a simple 2D Mario type game full of mass after mass of levels, simply because in the length of time it takes you to make one or two levels in a game like that; it takes an eternity just to get the map in a 3-D game working right (this is my unprofessional opinion). At least I hope to hell that's how it works, I mean - why do we wait so long for new disappointments to hit the shelves anyway?

Perhaps this is just the cry of a dying breed of gamer, who much prefers his old two dimensional world full of hours and hours of puzzles and challenges. In the end it's nothing more than a collection of my own random thoughts on games in today's world. I just don't think they can measure up to the likes of games like Mario or some of the many RPG's for the Nintendo and Sega systems. I know that I have never played a beat'em up quite like those that can be found on the Genesis, and I know I have never played an action game quite like Contra, or P.O.W on any other system to date. It seems that in today's world of games that even cross consoles, nothing feels original or unique. Hell, maybe I am just going insane...

## 1943

Review by: Zachary Bartels

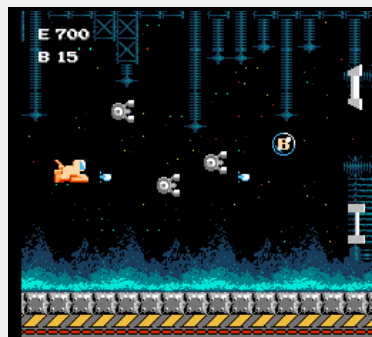
I really liked 1943 as a shooter in the arcades, but I really don't know what to think of this version. I honestly cannot expect much from the NES when compared to an arcade machine, but Jesus, this game was butchered! The gameplay is still there, it's still a challenge, but unlike the arcade you don't just pop in another coin and continue. You do have continues, but you start the entire level over again, which sometimes I suppose could be a pain; I know it was for me. The music itself, being on the NES was sort of well, horrible. Like most NES games the music would cut a note or two out when other noises are being played, etc.



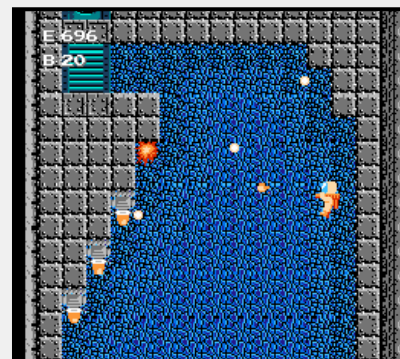
Also if I remember correctly, the colors have been changed a bit and the graphics have been toned down quite a bit as well, though that's to be expected. The enemy is still quite a challenge and you'll probably find yourself losing energy due to collisions if you aren't quick enough to dodge bullets or other planes in the area. I can't say I enjoyed the game too much, as dying rather quickly and starting the level over does not go over too well with me, however I'm sure there are plenty of skilled folks out there that can beat this game into submission. Watch out when using those special attacks, they zap your energy level up too.

## Air Fortress

Review by: Zachary Bartels

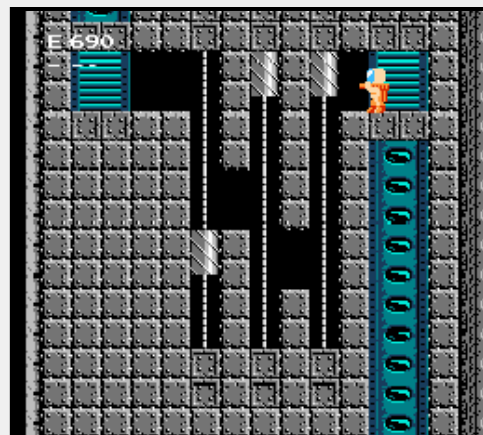


I remember back when I was about fourteen, I came across this game. I had borrowed a bunch of games from my friend John, and spent the night going through them. Air Fortress definitely stuck with me, as it is just pure fun. The game is simple. These "Air Fortress" type things have invaded the galaxy and are destroying civilizations as they move along. The Federation tried to stop them but all their ships were destroyed and the last chance they have is Hal. Hal is specially trained and equipped to deal with these missions and he's going to save us all from hell.



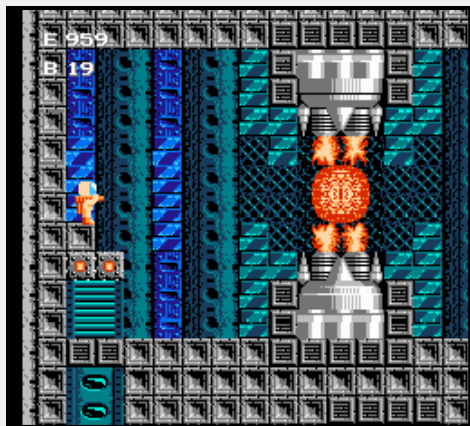
Despite it's simplistic graphics and not so varying selection of background music, the game is fun from the start, and I'd recommend it to anyone who has never played a shooter in their life. Even the vets should play this one, get up and play it you lazy mooks! Moving along, the first level is pretty easy as can be expected, enemy resistance is light and the obstacles are few. Often you will come across floating bubbles of B and E, you want to pick those up as those are bombs and energy. Energy is your health, every time you pick up energy, your maximum increases by 100. If you get hit you will lose energy as well as lose maximum energy, and don't worry about moving around and shooting, your energy will recharge when you stand in place. Bombs are good for hard enemies, and reactor cores, we like bombs.

There are two parts to the game. Attack the fortress outside, fighting your way to an access port, and fight your way inside, to the reactor core. Once inside you will encounter many more enemies and obstacles to deal with, each being deadly to it's own degree. It is a very good idea to take it slowly at first when you enter a fortress and begin your attack, as you never know what waits for you

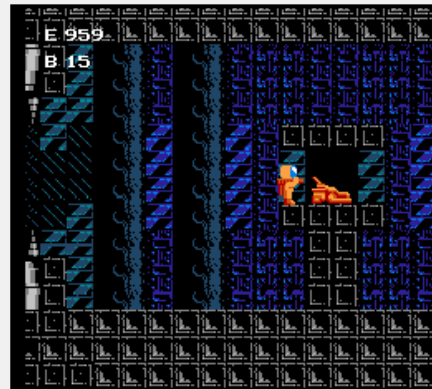


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there. Make sure and study difficult paths so that you don't get yourself killed by trying to rush through it, once you know the pattern you can safely navigate a trap. It is very important that if you find the reactor core before you locate any area marked "Exit" or that indicates an exit, you turn back immediately to find that area. As you progress through the fortresses (about eight in all as far as I know), they will become more complex and puzzling, switching rooms on you, with exits dropping you off in different places, etc. Couple that with plenty of enemies, bullets, and a count down before the fortress explodes and you will not be happy if you can't find your exit.



## Alpha Mission

Review by: *Zachary Bartels*

This is another shooting game. I don't quite know anything about Alpha Mission, other than having played it. There doesn't seem to be any particular story behind this one that I could find, just another "typical" space shooter of sorts. You start off pretty slow and hard to move, but soon after you start blasting things away with bombs you'll find power ups that increase your speed and weapon power, as well as stock something called "E".

I noticed quite a bit of slowdown in this game, compared to most other shooters I have played on the NES, but it still remains quite difficult. The enemies come in numbers and have many patterns to learn, add that to collecting power ups, dodging fire, and dodging even more fire from ground targets and you've got a pretty OK game. Not the best music or graphics, but OK for those rainy days when you might be bored and tired of all the other games you've played.





# Back to The Future

Review by: *Zachary Bartels*

You know, I'm not even sure this has anything to do with the movie "Back To The Future", aside from the obvious logo on the title screen. Seriously, this is sadly another game I found no purpose in, nor could I stand to play it longer than I had to. I have no idea what the point to this game is at all. It's like paper boy on foot or something, with a twist of "collect the clocks". You run around on the screen, from a sort of top-down position, while moving back and forth, you jump and avoid obstacles and collect clocks.



This is a very scary game. Keep your children away from it. I made it to level 2 and it was like, the same damn thing. Well screw that. The music was eh, nothing like the movie either (I wonder if that's a good thing?) The control was probably the only "OK" part about this game, as obviously the graphics are nothing too special. I don't put scores on games (I don't believe in it) -- but if I were to ever start, this one would get a big fucking **ZERO**.



## Base Wars

Review by: *Zachary Bartels*

Where do I begin with this one? Well I first saw this game at my friends house back in the early nineties and while the general idea of baseball with robots may seem appealing, the game is somewhat of a mixed bag. Technically speaking all the things are there; teams, good control, a little fighting action etc. But I feel the game was a bit of a let down. I think one of it's most serious flaws is that it seems to cheat - badly. Now I know you are thinking "well maybe you just suck", but really I've talked to quite a few folks who feel the same way.

Firstly, the pitches just come way too fast, one after another, after another. It barely gives you time to settle yourself in or move in or out from the plate. The pitching itself seems to be OK, but there are a few times where I could have sworn I smacked that ball hard (haven't we all?). The game didn't seem too interested in calls either, it's no fun to have your opposition called "safe!" When the ball gets there before they do. Likewise it's not fun when the CPU can smack ball after ball deep into the field, while you are lucky if they don't outright catch yours. The controls seem to handle OK, I had no problems running bases, or swatting at the ball but I always seem to have a problem throwing the ball to the correct team member.

I cannot really blame the game for that one, as I think this is a problem I have with all baseball games for some reason. The sound is the typical blips and bleeps and thuds for music, which seemed to get the job done rather well. Sound is pretty decent, though I did seem to have a problem telling one call apart from another (safe and out). In the end it all comes together to provide a somewhat pleasing game experience so it shouldn't matter that much. You also have the option to turn the BGM off if you find it that annoying.



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Fighting, this is where the game really cheats. Every once in a while there will be a dispute over a call (tagging someone, or a ball arriving just as another player does), this is where the fighting comes in. Just two robots, some HP, and off you go. The CPU is all over you within seconds, naturally, and you apparently have to be pretty quick to get back on them. Needless to say, my sorry ass lost every fight. Funny how my HP seems to go down faster, eh.. Overall I'd say it would probably make a very decent 2 player game, but don't expect much when you play the CPU, unless you play for hours on end and get good enough to stomp its ass.

## Batman

Review by: *Zachary Bartels*

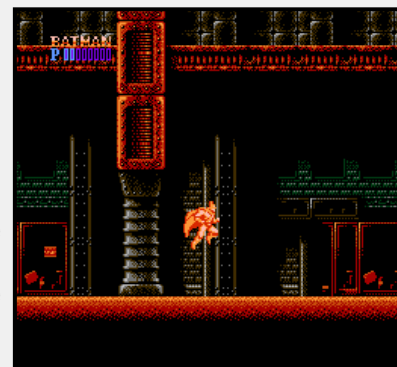
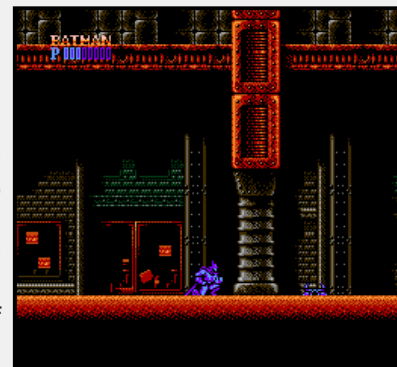
I think this was the first Batman I played on NES, and I remember being pretty good. Unfortunately the game just handed my ass to me on a silver platter shined with spit. I guess I'm not as good anymore huh? Nevertheless I think the game is great! Seeing as how I got owned, I never did make it to the end of this game, come to think of it, I've never gotten past the third damn stage in my life! Argh, I'm guessing the story has something to do with the Joker, he is in the intro after all. I have to say I like the game a lot, even though it stomped all over me. I thought the graphics conveyed the city very well, especially for the eighties; you've got your dark city streets full of thugs and rock music in the background. Speaking of the music it's pretty sweet too, lots of thumping on the drums though. The game is actually paced at a mild/fast speed, which is probably why it kicked my ass. I've never been good at "fast" games, but hey - nobody's perfect. Except me (rar!). They really throw the book at you in this game though. Right from the first stage you've got to deal with guys running right up to you, shooting at you, blasting fire at you, land mines, and some other goofy crap. A+ material for a challenge and button smash-athon.



The bad guys aren't the only ones with guns, no sir, you even have more than one projectile weapon! You've got your standard looking "gun" which actually seems to shoot some sort of rocket propelled bullet or something like that, then you have some boomerangs, those are pretty fun if you use them on the right kind of enemy too. Also there is a little spread-fire thingamabob (for lack of a better word) basically, it comes out as one huge thingamabob, and splits into three other thingamabobs. Is that enough thingamabob for you?. Last but not least, we have good old fists. Batman is all about the fist baby!

Zap! Pow! Crash! Bang!

The land mines sure do hurt. The level designs are pretty well thought out with good enemy placement, which sometimes can be a bit more of an annoyance than a real challenge. In the end though, the OK graphics, cool music, and fast nature of the game makes it worth playing. Add some levels to that, and some not too bad control response and you've got your standard action game chock full of badness. I do have to say sometimes the stage length can be annoying, especially since they restart you to 1-1, on a continue; but I suppose that's the whole point isn't it? This Batman is cool, he kicks nineties Batman's ass. Play it now.

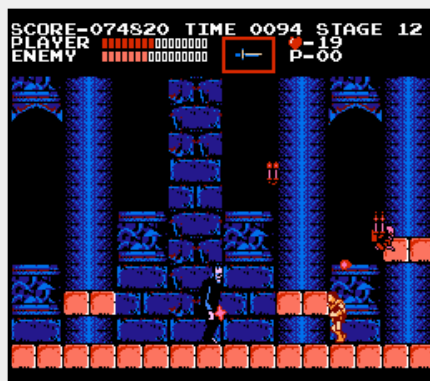
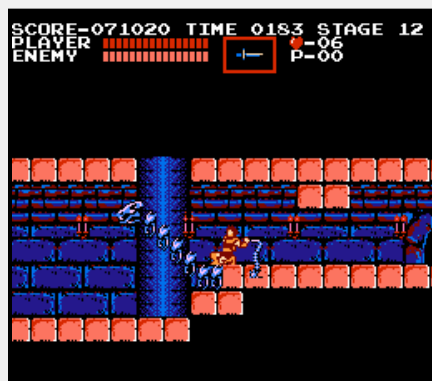


# CastleVania

Review by: *Zachary Bartels*

CastleVania is a game that really needs no introduction. If you don't know the game then you have probably been under a rock for a very long time; a huge rock. This is the classic game that pits you against Count Dracula and his cronies, as you struggle to explore his castle and ultimately face him in battle. Don't let the first level fool you either, Dracula is just going easy on you, as we all know those evil guys like to toy with the hero for a while before killing them off. The game starts by dropping you off outside the main entrance to the castle, and you work your way inside, eventually going deeper and deeper. The graphics are pretty well done and convey the look and feel of a castle pretty well, especially in the later levels. While it doesn't have quite the range of enemies you might expect to find in a run down castle, the enemies that are present provide a pretty good challenge. One important aspect of navigating the castle and its perils is to learn timing, it will really save your life. Whether you need to get over a large gap, sneak past falling spikes, or deal a deadly blow to an enemy, you will want to take your time. One wrong step could end in oblivion.

The game also provides you with a small assortment of accessory weapons to help you deal with enemies. The knife, axe, boomerang, stopwatch, holy water, and sometimes a randomly dropped crucifix. Each accessory has its own strengths and weaknesses, and you must choose them carefully. Also remember that some bosses may be immune to certain effects.

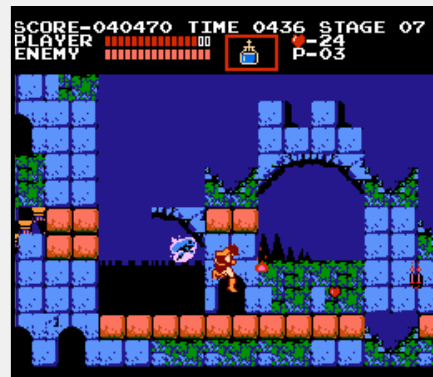


One thing that really stands out about this game is the music. A lot of games have crummy music, or music that barely passes as pleasant. CastleVania is an exception to the rule, boasting a small but catchy array of tunes throughout the adventure. Even in these modern times music from the entire series is highly acclaimed. For other CastleVania information, be sure to visit [The CastleVania Dungeon](http://TheCastleVaniaDungeon.com).

## Championship Bowling

Review by: *Zachary Bartels*

Once again I was drifting through my archive of games, and this one popped out at me. I'd actually played this one before and after I realized, I hopped right into it. There is not much you can say about a bowling game really, other than this one is superb. You can have up to four players, utilizing two controllers on this game, which I think is an added bonus if your friends like to bowl as well. Player one and three share controller one, and player two and four share controller two. I don't quite know what the lane number option does, or if it has any significant impact on the game itself, so I just pick whatever.



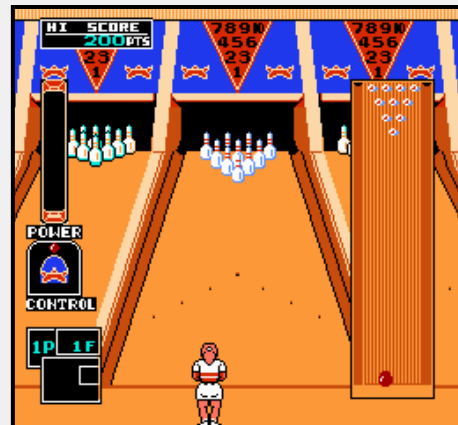
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The game is very easy to get a hang of. When you start out your frame, you can move the bowler left or right across the screen, so that you may line up your shot. After that, there are two active gauges to go through; control, and power. Control lets you determine which way the balls swings when it gets to a certain point on the alley, it's basically an aiming tool. Power, likewise, lets you determine how much force you throw the ball down the alley with. It should also be noted that while you can choose your ball size, I didn't observe any real differences between them when it got down to playing. If anyone knows anything about it, drop me an e-mail.

Graphics? They are pretty much what you see, and you really can't expect much from a bowling game since it's really about knocking the pins down. The music tune is a little catchy, but sometimes it gets to be too redundant and annoying, or should I say it probably will be that way for you folks. I rather enjoy it. You can pull some pretty nice shots in this game, it's great to play with your friends, or to get your family together. Definitely worth playing in my book.



## Danny Sullivan's Indy Heat

Review by: *Zachary Bartels*

Well I've been rather bored with NES lately, and decide to randomly go through my games and see what popped up. To my surprise this racing game reared it's head and caught my interest for a good hour or so. I'm a fan of racing games of course, so I had to try this one out, and it made a good first impression to say the least. It's the classic "race a few tracks and upgrade" sort of game, but it's still fun nonetheless.

When you first start out you have about 100,000 dollars to spend, on numerous upgrades for your car. These include, tires, engine, pit crew, brakes, turbos, and MPG (miles per gallon), in no particular order. Pick whatever you wish and off you go! The first race is pretty slow, as well as the second and third and so on, but as you continue through the race, hopefully coming in first place, you will collect large sums of money. As you upgrade the car it will get faster, turn better, break better, your pit stops will be faster, etc.

The tracks can be pretty tight at times, and the computer opponents can be a little tough to get by. Most notably in my experience, the yellow car likes to use turbos and drives pretty damn well, compared to the other cars on the track. The yellow car seems to be the car to beat in this game, and it's not so easy as it sounds, as you may soon well find out. You might want to try and gear your strategy on MPG, pit crew, and engine speed in the beginning. If you pit less, and are faster at it, you will most definitely come out on top (OK so I picked that up from NASCAR).

Another thing to watch out for is car damage. It might seem OK to knock the guy out of your way at first, but on long lap races this will soon prove to be damaging to your career. The more you bump into things, the more you'll damage the car, and you'll have to crawl your way back to pit road. The same goes for gas, make sure you have enough! The game has a few tracks but eventually you will complete the circuit, and at the end you are awarded extra money relative to your standings for that season. I had all my upgrades maxed out at one point, and all I had to spend money on was turbo refills, so the game may or may not get repetitive after that.

The control of the game is also pretty good, though a bit confusing at times. When you get lost on the track, or crash under an obstruction like a bridge, it can be easy to become confused for a moment, otherwise it's pretty smooth and easy to handle. Indy Heat is a great game with tricky tracks, a so/so AI, and a hell of a lot of cash at stake. I'd definitely recommend this one if you've got nothing else to play, or are looking for something new.



# Dragon Strike

Review by: *Zachary Bartels*

Dragon Strike is a somewhat interesting game to me, although it's just another typical shooter for the most part. I was looking around my heap of games and found this one thinking, "hmm D&D - OK", so I popped it in and tried it out. You can pick from three different Dragons, each with it's own strength and weaknesses, there is also a 2 player option and a password continue option. It looks to be a fairly large game if I might say so myself.

You play "missions" in the game where you have certain goals to do, usually involving destroying all enemies in a given "area" before you are allowed to progress over the map. Something I can't recall ever seeing in a shooter before makes this one a little unique. We've all seen weapons that only hit air targets, or only hit ground targets; but the weapons in this game can hit anything - as long as you are on the right elevation level. Eh? I found it sometimes to be more distracting than enjoyable but in the end, it's pretty neat that you can swoop down and kill something and swoop up/down to avoid enemy fire while popping up behind them to take them out or some fancy thing like that.

Another OK feature about this game is the ability to roam freely to complete your objectives. Turning around and heading back, making sharp dodges to the left or right or down and up, all play a critical role in keeping you alive. Admittedly it's hard to get used to at first, especially when judging your angle or attack but other than that it's pretty easy to hop into. You can pick up various items to aid you along the way of course, health recharges included. Also watch out for high peaks and trees - if your flying low and hit them you'll be forced up while taking damage at the same time.

I think the graphics are pretty decent for it's time, your enemy is clearly detailed and the landscape is not a buggy mess that's impossible to navigate around as well. The music is mediocre but not really all too bad, but I feel the sound effects could have used a little work. Nothing overall bad to say about the game, nor overall astounding at the same time. Average game that's good for a few hours, worth a play in my book.



# Dragon Warrior

Review by: *Jay*

Fortune has smiled upon thee! Thou hast found a review of Dragon Warrior! This is one game that stands the test of time! Let's start with a little history of the game. Dragon Quest was a role playing game released in Japan that sold over 1.5 million copies. Although the graphics were very colorful, they lacked in detail. In it's original release, the people only faced forward no matter which direction they walked in. There were no shores along the water, it just looked like a solid blue block with waves. Not to mention a long list of other minor graphical annoyances. But then, in 1989, Enix released Dragon Warrior for the Nintendo Entertainment System in the United States. This American release slightly improved upon the graphics of the game although it still used an eight color palette and all the people seemed to jog in place. It's sold only 500 thousand copies to date, however it still helped pave the way for many of today's most popular role

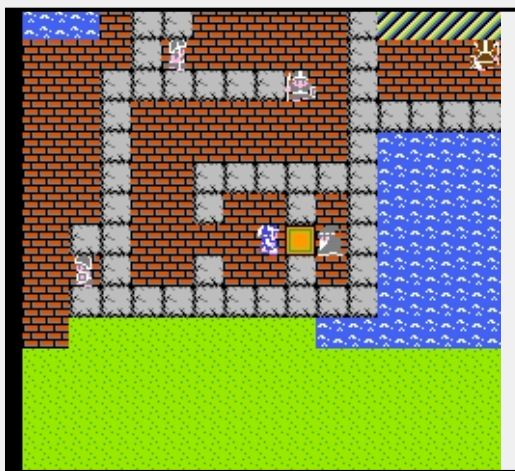
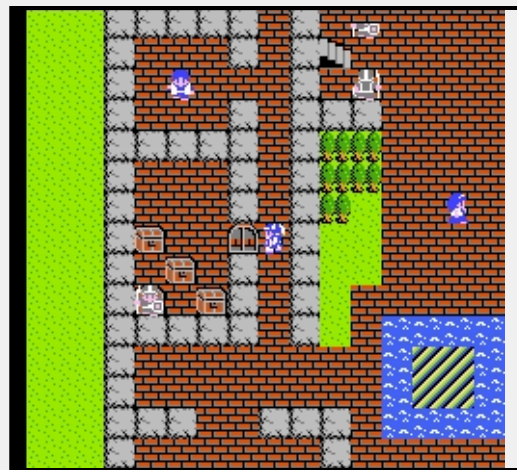


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playing games and spawned a slew of sequels in both countries.

You start out in the chambers of the king, who informs you that the evil Dragon Lord has kidnapped the princess and is holding her somewhere against her will. Now you, being a descendent of the great Erdrick, must save the king's daughter, win her love, and kick the Dragon Lord's ass. Don't get ahead of yourself though, first you're going to need to buy some weapons and level up. After all, if a Drakee can beat you down, what makes you think you're ready for the Dragon Lord? First, take the contents of the treasure chests in the king's chambers and use the key you find to open the door and get upstairs. One interesting thing you will find as you explore the castle is an old man in the lower right side, who says your coming was "Foretold By Legend". If you talk to him, he will restore your magic points (of course you don't have any yet, but this will become useful later). You'll also notice a couple of locked doors. Maybe you'll find away to open them later? Make sure you talk to everyone before moving along.



Once you've talked to everyone in the castle, venture outside. Before you do anything else, let's take a moment to look at battles and how they are fought. The battles in this game are turn based. Which basically means you and your enemy take turns attacking each other until one of you dies or runs away. The monsters do have certain advantages however, such as seemingly endless magic points and the ability to dodge attacks (even those declared an "Excellent Move"). One major advantage will be when you gain the spell of HEAL. You can then use the spell to recover your hit points and then talk to the old man in the castle to restore your magic points. This way you won't have to pay the Inn keeper any longer (if you're cheap). After you finish leveling or healing up, don't forget to talk to the king and save your game!

Now you'll notice a little town on the east side of the castle. It's called Breconary and it'll be where you'll buy your first weapons. When you enter the town go straight up and you'll see the weapons shop. If I were you, I'd get

the club, leather armor, and a small shield for now; of course this will require more than a few battles with the slimes around the outside of the town, but you need to level up anyway, right? You may want to come back later and buy the copper sword, but this is entirely up to you, instead you may choose to save your money for the weapons and armor in the next town. Just below the weapons shop is the Inn. You'll want to come here every now and again until you get to level three and learn the spell of HEAL. So explore the town to your heart's content, making sure to speak to everyone in case someone actually says something helpful. You'll also notice two more locked doors.

Now that you've bought weapons and armor, learned to fight, and leveled up a bit, let's explore. Travel a few steps east and then walk north. You'll notice two mountain ranges. Continue north between them until you see a small desert to your left. In the middle of the desert is a cave. You shouldn't have any trouble exploring inside the cave because there are no monsters in it, which means no battles, piece of cake huh? However you will need the torch that you found in the king's chambers. Once inside the cave, use your torch and you will be able to see a little bit around you. Try to hurry if you only have one torch, because it may run out and you'll be left in the dark. After finding the lower level of the cave you'll find a treasure chest with a tablet in it that tells you a bit about your quest. It says, "I am Erdrick and thou art my descendant. Three items were needed to reach the Isle of Dragons, which is south of Breconary. I gathered these items, reached the island, and there defeated a creature of great evil. Now I have entrusted the three items to three worthy keepers. Their descendants will protect the items until thy quest leads thee to seek them out. When a new evil arises, find the three items, then fight!"



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So, what to do... Well, I'll let you figure out where to go from here. But I will say that rescuing the princess is only the beginning of a long quest that will lead you around the entire kingdom. Have fun!

All that being said, I have a few thoughts and comments about the game. Over all, I consider this game to be ahead of it's time, although the graphics and sound weren't as nice as they could have been compared to other games. It's style and feel would be mimicked for years to come. Plus, in my humble opinion, the story line was a lot more developed than in other games of it's time (The Legend of Zelda for example). The game can get boring at times when you're leveling up for what seems to be endless hours, so if you're a cheater... Play the game on an emulator and turn up the frame skip when you're leveling up, then you'll zip through the battles and get right to the good stuff.

You can also use save states and you won't have to return to the castle every time you want to save your game. Also, game genie cheat codes can be found all over the net. If you have a few hours a day to kill and want to explore a great classic role playing game, I highly recommend you give Dragon Warrior a chance. You won't be disappointed. Take care, and tempt not the fates!



## Ferrari Grand Prix Challenge

Review by: *Zachary Bartels*

I've probably spent the better half of two or three years now, trying to track down this game. It is one of my favorite racing games on the NES, which surprisingly aren't bad in the first place. I think the first time I played this I rented it from Block Buster Video and wouldn't put it down until it had to go back. It has decent graphics, excellent music, and pretty average control, if not overly average. This is a huge game by the way, I actually had to quit playing after I got to the twelfth or thirteenth odd track, because I couldn't take it any longer (I was tired, the game is great!).

So as you can see it has pretty decent graphics, like I said, and the sound is superb. There is no engine sound effect, just the tires squealing, and a noise or two when you crash/wipeout. The game is pretty fast paced as you might imagine, and you'll often find yourself swerving left or right, or just letting off the throttle enough to squeeze on by the other guy in front of you. More often than not this ended in disaster for me however, to my own admittance I have never finished a race in the top 3, if I "finished" it at all. As you go around the track, the minimum position required to stay in the race drops lower, making it harder for you to keep up. Couple that with tight tracks, high speed turns, and a not-so-nice computer AI and you've got a pretty good challenge on your hands.

The AI is a bit odd at times. It's pretty good but nothing special either. Often times when heading into a turn, AI cars will make no attempt to correct themselves and keep from bumping into you, the same applies when they approach you from behind at high speed. Another trend I seemed to notice, especially on the long straights, is that the car will tend to veer in one direction, deliberately crashing into you. I don't know what to think of it, as the cars are pretty stupid by themselves, but this definitely pisses me off and scores bad marks. That's not any reason to not play the game however. The game overall is pretty fun to play, and while the music is limited to a few songs, they are great quality and wonderful beats to listen to. Study those courses, learn the curves, learn to brake and when to dodge and you will have a blast with this game.



# Final Fantasy

Review by: *Zachary Bartels*

Final Fantasy. A name synonymous with success. For me? I feel this is probably the game that put Square on the map. By today's standards its nothing more than a pixelated block of crap, with horribly redundant music and graphics to boot. But then again isn't that one of the reasons it's so great? It was, after all, on the NES. Four Warriors are destined to save the world. They come wielding two-thousand year old ORBS, whatever that means exactly, and here the game starts. It's not much to look at of course, some plain green fields, a forest and a kingdom surrounded by that forest.

Like any RPG, you start out at level 1 with almost no money, no gear (at all) and in front of a town. This particular town happens to be Coneria, in the kingdom of the same name. Depending on which class(s) you pick at the beginning of the game, you will probably have enough money to outfit everyone from the start. I picked a Fighter, Red Mage, White Mage, and Black Mage. I was able to buy weapons and armor for each of them, with a little change to spare.

After talking around town, going into the castle and finding out that the princess (Sara) has been kidnapped by Garland, you will naturally want to go beat his ass down and restore the princess' honor and such. But just a minute! It's a dangerous world out there dude, you need to be prepared for anything. Which brings us to the combat system. Those are some pretty nasty looking Imps, but the four of us can handle them, right? Sure, cause we got these nice weapons from town, that means we can go beat the hell out of anything! Don't get ahead of yourself though, Garland and all the monsters around his area can be pretty tricky and tough if you just rush in like that. Take some time out for a minute and build up your level and cash reserve, you'll thank me later.

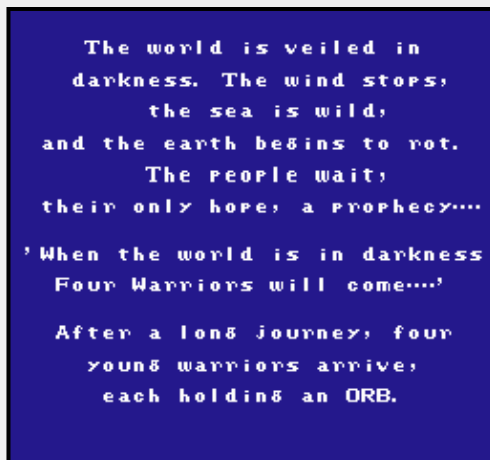
I know it's a bit boring but you'll want to level up to level 3 or 4 before attempting Garland, and by then you should have a lot of cash. Combat is pretty straight forward. It is turn based, which also means you should be careful. If you target only one enemy with all your character and that enemy dies, the other characters will not be able to hit anything as they are still targeting the "spot" where the enemy was and now is no more. Keep an eye on your party's ability to dish out damage, and what type of damage they can do to enemies in the current area, this way you will be able to time a lot of your attacks, so that you can maximize your party effect without wasting turns on missing enemies.



to people and look around for hidden items.

Now before you go off, if you have any mages in your party and you haven't discovered the magic shops yet, then you may want to head back into town and purchase some spells with your newly acquired wealth. After that, stock up on some potions and maybe a tent or two, as well as a few cure potions. Then head up north until you spot a castle type structure. Garland is waiting for you in there, and by now if you have 3 or 4 levels, he should be a cinch for you to beat up, taking only a few rounds at most. After you defeat Garland, you can walk up to the princess and initiate a conversation, after which you will teleport back to the castle. Damn? You sweat blood to save her, and she can teleport?! Haha.

Final Fantasy is a great game. It doesn't have the best graphics, or the best sound, or even the best battle system, but it does have fun factor and replay value. The game can be hard and frustrating at some points, so save often, and keep a good memory. Try to build up your levels between major plot advancements and remember to always explore towns and dungeons, talk to people and look around for hidden items. So far, Final Fantasy has brought me hours of fun and enjoyment, and I'm



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sure it can bring most folks the same. I do have slight reservations about recommending it to \*complete\* RPG beginners, if only for its level of primitive function and the ability needed to cope with that function in order to truly enjoy the game. Try to remember that each character only has four slots for weapons and armor (8 slots total per character) and that it's generally a good idea when buying new equipment, to buy for your strongest character first and test who can wear what. This can save you money and hours of frustration that came with earning it from going down the drain.

I've given you a brief introduction to the game, and what I hope will be enough of a look to get at least one person interested in this old classic. After you defeat Garland, and restore order to Coneria head east, to the port town of Pravoka. Many more adventures are ahead of you, LIGHT WARRIORS.

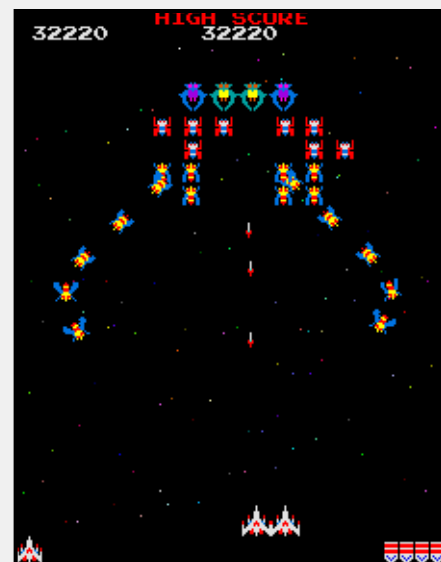


## Galaga

Review by: [Zachary Bartels](#)

Galaga is probably everyone's old time favorite shooter. I can recall many quarters being wasted on Galaga machines all throughout my life. It kind of bums me out that I can't find any Galaga machines near my house these days, and the closest one is a forty-five minute drive into the city. The biggest appeal the game has going for it these days is nostalgia, but you shouldn't let that fool you. Galaga operates under the guise of appearing to be a simple game with outdated graphics, where you must take to space in your rust bucket ship and destroy wave after wave of alien bugs.

The game made its transition to the NES from the arcades rather faithfully, and I really can't find much in the way of complaints. There have been many clones over the years which have tried to pass themselves off as a "Galaga" type game, however there is still no solution to the original. There are no complicated plots, no emotionally unbalanced characters; just you, your ships, the bugs and a star field. What more could you want? The only strategy to this game is to build up your reflexes, guess the enemies movements, keep up with the speed increases and of course, beat your score every time you play. A classic no one should be without.



**Top:**  
NES Home Version

**Bottom:**  
Arcade Machine Version

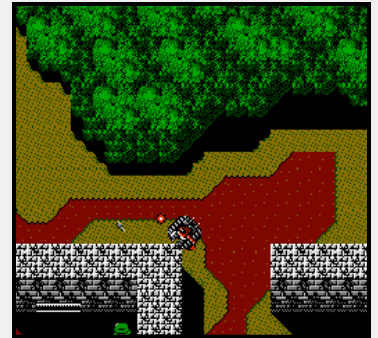
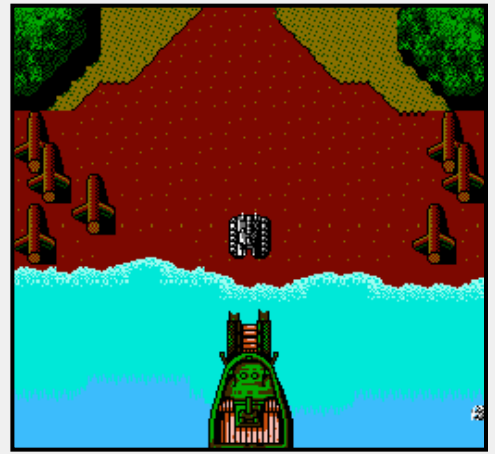


# Iron Tank

Review by: *Zachary Bartels*

**H**orrible. Absolutely horrible is the term that comes to mind after I played this game. Now I try to be fair, as I've been under a lot of stress lately but, Jesus Louise, this game is odd. It appears to be yet another random "action" game, where the hero is sent in to mindlessly slaughter the bad guys. OK that's not really the bad part about this game, the bad part is the controls. Did I mention this game was horrible? Driving your tank around is easy enough, but actually shooting an enemy; that is the real nightmare, as you're lucky if you even aim where you want to be aiming in the first place.

The real trouble began when trying desperately to aim and fire my main cannon at an enemy tank. I instead wound up just running into him and killing him while taking a massive loss of life. Shooting your guns is pretty simple, you press the D-Pad the way you want the body to face (since the guns are mounted on the front), and you fire. The main cannon is not so simple, apparently it has some crazy combination of the D-Pad plus the B-Button in mind for aiming. I don't know about you, but I find it pretty hard to drive a tank and aim the main cannon at the same time. The graphics are mediocre, and the music was not worth noting. You must be really bored to play this game.



# Jackal

Review by: *Zachary Bartels*

**J**ackal is another pretty cool game I like to play once in a while. It's your run of the mill action / shooter type of game, where you control a jeep to rescue POW's. There doesn't seem to be any real story to the game, as it just throws you into the action. The goal of each level simply seems to be rescuing as many POW's as you can, and then getting them airlifted out, finally moving along to the boss. Admittedly I don't ever get too far, but it doesn't seem to bother me that much.

The game starts out with you being dropped in on a helicopter, at which point you proceed to drive your jeep forward. Initially you have a gun, and the ability to lob grenades at your enemy. As you get deeper into the level you will start coming across structures that contain POW's for you to rescue. Some of these POW's will flash different colors at once, meaning they hold an upgrade for you. Your grenade can be upgraded to a missile, and after that it only seems to upgrade the blast radius. Things to look out for are gun turrets which can track you across the screen, and are especially dangerous in concentrated groups. They usually fire in bursts, so the best strategy is to give them something to shoot at and then proceed to haul ass to take them out.

In addition to dodging troops and gun turrets, you may have to deal with water based obstacles, such as gun ships and later on in the game missile turrets, placed in what appear to be "headpiece" statues of sorts. Taking out the gun ships and statues shouldn't be too difficult as its just a questions of angle of attack. There are also bomber planes later on in the second level as well, and you should expect many more new things to come in the following levels. When you die, you also lose your POW's and have to go pick them back up quickly, sometimes you'll get lucky and get a flashing one for an immediate upgrade.

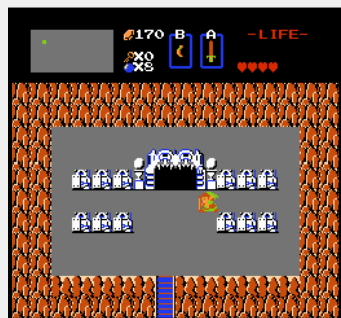


# The Legend of Zelda

Review by: *Zachary Bartels*

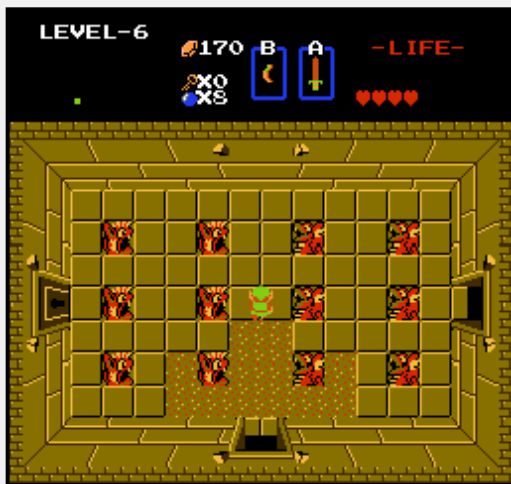
The Legend Of Zelda is another great classic. It was a game full of adventure, puzzles, monsters, and you could even save it and come back later. I think it was a breath of fresh air compared to most games out on the NES at the time. It had a sleek top down view, plenty of different monsters to fight and weapons to use, and easy control. The story is a bit cliché but I suppose that can be said of all games.

You start off in the middle of nowhere without so much as a weapon and a rather crappy shield. But fear not! If you head to the cave in the same room as you, you receive a sword from an old man who obviously has no use for it. I think one of the interesting things was the game forced you to get up close and personal with the enemies, unless you were very quick and had good timing. This was achieved of course through taking away the ability to hurl blades across the screen once you were at less than full health.



The game sure knows how to throw a challenge at you, especially those damn blue things. There are a variety of ways you can take care of an enemy, ranging from stunning them with a boomerang and moving in for the kill, planting a bomb cleverly, and busting them up with arrows. Naturally you have a sword too. I suggest saving up for a shield first and foremost before you head into any rough spots. You'll thank me when you have all sorts of projectiles being thrown at you.

The game itself? Well the controls are about as good as you could expect. You can move in four directions, use utility items with the B button and your main weapon with the A button. Your shield can block most things, and while sometimes it can get frustrating, close range combat isn't much of a problem. The game does sort of lack versatile music, but then again who doesn't like the main theme? The graphics are alright too, they actually resemble creatures and some of them sure do look ugly. The sound effects are just enough to get by with too. Overall it's a great classic worth a few hours of your time.



## METROID

Review by: *Eric Ladd*

As one of Nintendo's longest running franchises, Metroid has long been a fan favorite. The story follows Samus Aran, an intergalactic bounty hunter, and her mission to eradicate the Metroid infestation and the Mother Brain from the planet Zebes. Sequels have spiraled the story from there, but the original was quite straight forward. While the game may not hold up well to the more polished entries later in the series, most notably Super Metroid, the original can still be quite fun, not to mention pretty hard.

That challenge ends up being the games strongest point. Being almost twenty years old dates Metroid from a time when games didn't sugar coat everything, didn't dwell on deep twisting plots, and were never afraid to kick your ass all over the screen. The game offers no pointers whatsoever, simply dropping you into a cave with orders to kill everything. Often times monsters do a GREAT deal of damage, so if you aren't careful you'll be dead in an instant. Starting with minimal energy, and the weakest weapon, you are forced to



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very repetitive, very fast. It helps to turn it down so you aren't driven insane. Luckily it changes sometimes between areas, which helps, but when you spend a long while searching around a specific area, the last thing you want is monotonous sound. The graphics on the other hand, while not being anything extraordinary even for the time, are nice and unobtrusive. Areas of the game are designed very differently making it easy to discern the differences, while within each area, lots of repetition is used on scenery and such. It does not hinder the gameplay, though, and instead increases the labyrinthine effect.

In the end, Metroid is truly a classic game, worthy of most of its praise. While not exactly the masterpiece that many followers will lead you to believe, it can still generate some fun times, and plenty of challenge. It even has some replay value, as the game rewards you for finishing it with faster times. I recommend that everyone give this game a whirl. If you end up liking it and decide to purchase the later entries (Metroid Prime & Metroid Fusion), this game in its entirety can be unlocked to play on your Gamecube.

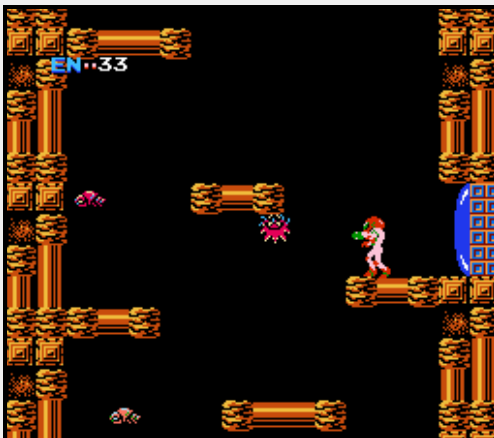


navigate tunnels and caves finding weapon and suit improvements, while trying to just survive. Which brings up another facet that makes the game quite difficult.

Having minimal story, like most early NES era games, Metroid leaves it up to the player to do all the exploring and discovering, in whatever order you choose. Many of the tunnels are almost identical in appearance, which may overwhelm some people, so finding a map (or for more fun, making your own as you go) really helps avoid getting lost or running in circles. My friend told me when he rented this game, it came with no instruction book, and it took him 3 or 4 days just to figure out how to open a red door, a fairly simple task, so the burden is definitely on the player.

With so much exploration and problem solving left to the player, a good play control system is a must, and the game overall delivers on this. After a bit of moving around and shooting things, it's very easy to get the hang of, and Samus stays pretty tight at most times, with the only exceptions being some very narrow vertical jumping parts. One incredibly annoying thing, however, is Samus' inability to duck. You'd think a galaxy-wide bounty hunter would learn how to kneel down along the way, but it took Mega Man 18 games to learn to duck, so I guess its excusable. Anyway, the ducking problem is alleviated by both the bombs and the wave beam, after you find them of course. Also worth noting is the large amount of slowdown this game suffers from when too many enemies are on the screen. Its pretty bad at some parts, especially the final boss battle, but NES veterans are probably used to it.

I think I should bring to light, one of the games biggest problems. The music is not very well done, especially for the NES era, and gets



#### METROID TRIVIA:

Many folks have recently studied the Metroid program code, and have evidence that there is only one intentionally programmed password, which is NARPASSWORD00000.

Any other passwords including those that spell things, even the now famous JUSTIN BAILEY code, are purely coincidental, and were not intentionally put in the game.



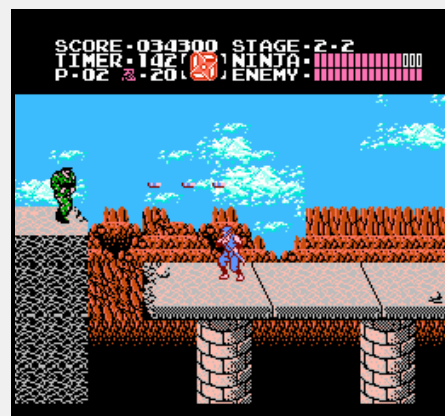
# Ninja Gaiden

Review by: *Zachary Bartels*

Ninja Gaiden is awesome! I never really played this game a lot when I was little, because I never was good at the fast paced action types like this one. I recently dug it up and decided to give it a whirl, and boy was I surprised, this is one fun game. The intro is pretty nice, with some neat scrolling effects (though you can see the technical limits immediately). You've got two mysterious ninjas in a uh, cornfield? I dunno, a field of some sort at least. Well to sum it up one dies and it's up to his son to find out why they fought and then get revenge.

You play Ryu, the ninja dressed in a fancy blue suit. What I like most about this game more so than others, is it actually seems to have a story with a deeper plot. Most games would consist of a bunch of levels to sift through, with intermittent scenes of the hero chasing the bad guy and saying things like "You cannot escape, I will hunt you down!", and the bad guy subsequently laughing and running off, leaving you to fight the next level. That's just plain cheesy if you ask me. The story seems to have been pretty well thought out and executed, or at least I think so.

You start off in the inner city in what appears to be a "China Town" or whatever. I'm not sure if the bad guys here are cops or whatever, but they sure look like it. Let's pretend they are just for fun. You'll be using your cool ninja powers right from the start too, like... Chopping people with your sword! Swords are cool, chop up people to stay alive and chop up the lamps to get stuff. You can also grab hold of signs and walls as well, which will be a necessary part of navigation later on in the game. The first boss is pretty easy, make sure you have some throwing stars and get in range when the fight starts. His moves are basic and easy to track so learn his pattern and sneak in for the killing blow.



There are plenty of cut-scenes between stages which will further reveal the whole story, which I think is what this game is all about. Good story makes a good game, add that to some pretty visuals, great music and sound effects, plus challenging levels and enemies and you've got a killer game on your hands. The levels definitely get harder as you go along, requiring precise jumping maneuvers and planning, along with skillful swordsmanship. Some enemies may seem tricky and trip you up a lot but just learn the pattern and you'll beat them in no time.



## THUNDERBIRDS

Review by: *Zachary Bartels*

Thunderbirds... Huh? Most people don't know about the show, I guess it was an "OK" show for the time but not really anything special if you know what I mean. Well the game is nothing special either. I tried and tried and tried again, to play this damn thing, but it just wasn't happening. The story goes that Hood is demanding the THUNDERBIRDS turn over their vehicles to him within sixty days, or he will attack the Earth with meteors. Pretty funky, eh? I think Hood needs a reality check, along with the game. Right, so here we are at the first level of the game, some piddly level where you start out flying over the sea. Well there is nothing particularly wrong with that, except of course that the game starts to get whack from the get-go. I like a good shooter folks, and this game is somewhat fast paced, but



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it is also downright annoying. I never got past level 1, and I'll tell you why. You have a few "pellets" which I am assuming are either lives or energy. Well once you get hit three or four times, you're toast. Start the whole level over. If you manage to pick up a power up, you will lose it once you get hit. If you can't avoid the enemy you get hit and die. See the dilemma? No, I don't suck, in fact I am pretty good at shooters. The problem I feel is the AI is just too... Odd, for lack of a better word.

You can dodge around a lot and weave your way through enemy fire if you're lucky, but more often than not I found myself either getting hit by ammo or another craft. There is a fine line between filling the screen with ammunition/craft and filling it so much it is just plain annoying to die. I will not lie, I -think- I made it halfway through the first level. I just don't know, all I know is I got to a point where I could replenish my energy power thingamabobs on the screen and I died shortly after. This should be a good challenge for the seasoned top down shooter veterans, but if you're just a casual player of these type of games, you may want to think twice. But then again I may just suck worse than I thought.



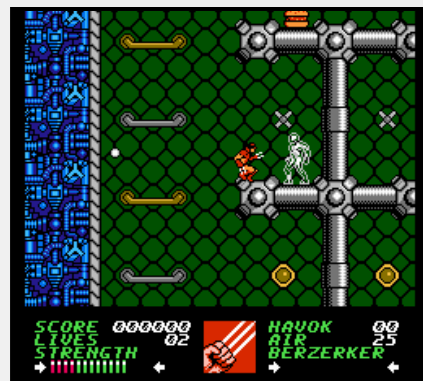
## Wolverine

Review by: [Zachary Bartels](#)

**W**olverine is an interesting game to play. At first glance it's the standard platform game, where you run around and beat stuff up while avoiding getting hurt and missing that all too peculiar jump. It would also seem to be somewhat of an "X-men" game, though I do not personally consider it one. The difference here is the conflict seems to be more focused on Wolverine and Sabre Tooth, and while I have only seen one X-man appear in the game so far (Jubilee), I only made it up to level 6 before I couldn't get any further; no doubt there could be more. The game is composed of stages, or "trials". Each stage has different challenges to complete.

The game itself is a pretty enjoyable experience. You have three basic weapons to choose from. Your fist, feet, and claws. Be aware that when you use your claws, you also use up health. You will also notice the berserker gauge on the right side of the screen. This gauge allows you to go completely nuts in typical Wolverine style, when you fill it completely. During this point you will unleash an uncontrollable fury of punches and kicks, which severely limits your ability to move and jump if you can't get the timing down. I try to fill it up as much as possible but not go over, so I get a few extra points to my score at the end of the level. Some good advice for you now would be to find as many extra men as you can. The game might seem easy, but trust me, you'll be needing them later on.

You should pay attention to your air gauge on water levels, as you don't want to run out. If you do run out of air it will start draining from your health directly. On the subject of health, I have to say the way you take damage is a bit annoying. Instead of colliding with an enemy and being thrown back, you stay in the same position and lose health rapidly; this tended to severely piss me off. I also noticed it was increasingly harder to nail enemies at close range with a punch. I seemed to stand a better chance with a leaping punch at them.



Overall the game control is surprisingly smooth. This is especially good since on the water level I encountered, there were some pretty tight spaces to sneak through, and those propellers hurt! The ability to change direction is a bit lacking, but jumping, running, and ambushing enemies seemed to go real smooth. The music seems to fit the mood nicely, and the game sports a few catchy tunes. A lot of good bass is worked into the songs too. The graphics are pretty nicely done as well, nothing too blocky and people look like people, machines look like machines, and the fire isn't half bad either. All around a solid game worth your play time.



# Final Fantasy VI

Final Fantasy III USA

Review by: *Dastafarin*

As the Super Nintendo's run at the head of the pack began to draw to a close in 1994, and with the release of the PlayStation only a year away, Squaresoft released one of its final Super Nintendo RPGs, and its last Final Fantasy on a Nintendo console; until the release of Final Fantasy: Crystal Chronicles, set for Game Cube. The game was Final Fantasy VI (III in America). This game would become known as arguably the greatest Final Fantasy, if not greatest RPG ever to be created. Its mix of intense graphics, addictive gameplay, and a luring storyline helped to put it into the record books forever.

As we begin the game, we are taken across some of the landscape that will later become important in the game. It is also revealed to us that "Long ago, the War of the Magi reduced the world to a scorched wasteland, and magic simply ceased to exist." Since then, certain technologies have been rediscovered, and there are those who wish to regain the power of magic for purposes of total domination and destruction. After these few moments of back story and explanation, two soldiers and a mysterious girl under the control of the Empire appear on screen in large walking machines, known as Magitech [Magitek] Armor. Thus begins your adventure in this new world.



So it appears, these imperial soldiers are sent to the land of Narche [Narshe] to retrieve information on what they call a Phantom Beast [Esper]. However, the encounter doesn't go as planned, and the two soldiers vanish as a strange reaction occurs between the girl and the Phantom Beast. Tina [Terra], the mysterious girl, later awakes in the house of a kind older man, telling her she must leave Narche before the soldiers find her. As you maneuver your way through the mines, the "Treasure Hunter" Lock [Locke] is sent to aide you on your way. From here many strange and wonderful things will happen along the way as your party grows, with upwards of 14 playable characters that will help you on your path to destroy the Empire and stop Cefca [Kefka].

Making your way through the game, you will notice many things, one of which being the battle system. While still staying true to the Final Fantasy tradition of turn-based menu battles, Final Fantasy VI incorporates new things never before seen in a Final Fantasy. The major achievement being the Phantom Beast Junction System (PBJs). Unlike previous Final Fantasy titles where magic was acquired through leveling up and/or purchasing, the PBJs gives everyone the opportunity to learn all the same skills by junctioning different Phantom Beasts to the characters. As a result of this system, you now have an advantage by not having only certain party members being able to use magic.



Another aspect of the system, which I enjoyed, was the specialized menus. These gave each character their own flair in battle, whether it was Edgar's Machine capability or Cayene's [Cyan] Swordtechs. Each were very useful in their own way, and I used all of them. There was no option I didn't make use of at one point or another. However the most fascinating ability was Gau's. He was able to mimic the attacks of certain enemies you run into, which was fun to play with; especially when you use one he has learned against that same type of monster.

Musically, Final Fantasy VI is a masterpiece. To me, music is a very important part of any gaming experience. It can make or break a game. However, Nobuo was able to create one his greatest soundtracks to date, even if he was limited to Super Nintendo sound. I would much prefer (and do pre-

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Long ago, the War of the Magi reduced the world to a scorched wasteland, and magic simply ceased to exist.





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fer) to listen to the Final Fantasy VI Soundtrack over the Final Fantasy X Soundtrack any day. What it didn't have in sound quality, it more than made up for in overall beauty and emotion. Every track has a certain place in your memory, and whenever you hear them, they take you back to the joy of the game. That is what a soundtrack is supposed to do.

Finally, the visuals. Nothing short of stunning. Even today when graphics are fully 3D, with meticulously crafted textures and effects, I never grow tired of the soulful beauty of this game. It was the peak of design in an age where games were about the games, and not about the money. Each map reeks of fine detail, keeping you from thinking of it as a looped map with blocky rocks and grass and houses that don't quite fit together. It flows and keeps its own unique feeling in every area.

Overall, Final Fantasy VI proves to be everything an RPG should be and more. Whether it be story, music, or simply heart, it is definitely a game everyone will enjoy and never grow tired of playing with its slew of side quests and exciting gameplay. While it is not a simple game, it isn't overly difficult, keeping it from becoming frustrating. In fact, the only complaint I have with the game is the ending. After such a buildup, it seemed to be a bit short in resolving the story. But that's OK, because it leaves it open to allow you to decide how things turn out. And so, I hope you found this review helpful, and if at any moment you were doubtful on playing it, this helped to change your mind.

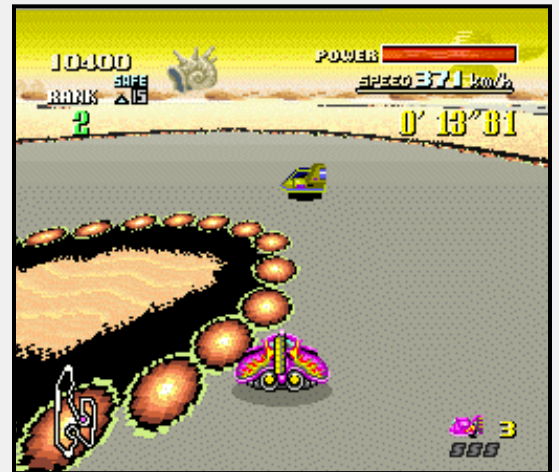


## F-ZERO

Review by: *Zachary Bartels*

I remember a long time ago, I saw a commercial for F-Zero. I couldn't help but think to myself, "what the hell is that?". Actually it turned out to be a pretty OK racing game. I beat it once a while ago, and it was pretty difficult back then, but seems so much more harder now (or maybe it's my crumbly Gravis Gamepad). The premise of the game is pretty simple in itself. Race a bunch of hovercraft on lots of courses, each with their own difficulties, and see what happens. You start off by selecting your hovercraft. Each craft has statistics which will be shown to you before you make your final decision, so compare them.

The Blue is an all around "OK" type, while the next down is a fast little bugger that is very easy to damage. The next down from that, well, this thing is a tank on air - but it takes forever to recharge as a result. The pink car, well.. I dunno, but everyone always used it. It turns good, off the top of my head. As you race around the track you will inevitably bump into the walls of the course and other cars, resulting in energy being lost. Once you lose all your energy you go BOOM! Sounds cool huh?



The courses are pretty challenging, there are quite a lot too (no I've never counted), so you should keep busy for a while. Some of the courses have pretty innovative obstacles, while others are plain annoying or downright horrible to play. Personally I do not like the jump ramps because it has always been too easy to fly off the course without a chance to recover properly (but I guess that's the point isn't it?). Another thing I do not like is the play control. It's OK once you get used to it, but once you think you have a turning style nailed, or some other strategy, the game throws it back in your face and you're screwed anyway.

Another dissatisfactory note is the computer AI. It's horrible; simply horrible. Sometimes you have enough trouble keeping the car straight and recovering - try doing that when you have cars in front of or behind you that want around. No they don't simply pass you (they MIGHT occasionally), they'll knock your ass right back into another crash and keep moving - funny how when I tried that I always ended up losing in the end anyway. Seriously, who wants to drive around on a track where the CPU does nothing but "muscle" you out of the way? Not me. On a better note, a lot of the music is great, a good example of those 90's era drum beats. At the least, it won't hurt your ears with some crappy baby tune. Worth a play, but the AI sucks, and the controls are a little hard at first. Once you get them down, enjoying the game comes a little more naturally.

# Super Mario World

Review by: *Zachary Bartels*

Super Mario World is another game in the long line of Mario titles. It's not particularly one of my favorites, like most Mario games, but I do enjoy playing it all the same. The controls are pretty dead simple to learn as is usually the case with any Mario game and that made it available to a wide variety of age groups. The first time I played Mario World was back in the early 90's, probably a short while after the SNES debut and while the game does admittedly look a bit small now, it was huge back then and still holds plenty of challenges to complete. It seems that once again the princess has been kidnapped and you've got to save her! Well don't worry, because you get to once again meet up with old faces, and then some new ones. Ranging from the typical turtles, to the fish in the sea, flying bullets, bombs, and then a multitude of new enemies and allies as well. You have to admit, Mario looks swank in a cape.

Once you get used to the controls (which shouldn't take long) you'll be off on your way and causing trouble throughout Dino Land. The levels start out fairly easy and progressively introduce you to new challenges and though sometimes you just want to throw the controller down and scream "it's not fair!", we all know it is. Another thing that stands out about Super Mario World (like most SNES games) is the facelift it got when compared to it's predecessors. While nothing great (or downright horrible) by today's standards it was pretty good looking for it's day. Even now I think it stands out as a good example of solid artwork and animation. Things are a lot more smoother and have a somewhat cartoonish look but it just makes the game that much more perfect.

One thing that makes the game particularly interesting is the sheer amount of mazes and enemies they can throw at you in one level. I honestly would have hated my job if I had to build levels for this game. A good addition to this game was the spinning jump. This can sometimes be a life saver when dealing with enemies that would otherwise kill you, but don't forget to duck! There is also the addition of Yoshi (I know he's been in other games but I don't know if Mario World came first) and while he is pretty much a pansy if he gets hit, he can sometimes be a force to be reckoned with. I mean what's more scary than a big green dinosaur that eats you? Right? Am I right? Yea, I know....

Among the many challenges in the game will be the quest for keys. Quite a few levels have multiple exit points which usually involve hunting down a key and getting it to the lock, usually located elsewhere in the level. Sometimes you have to grab a key and hold it, or get Yoshi to eat it and spit it out in the right place. Coupled with other quests, such as uncovering the switch palaces, it makes for a few extra hours worth of gameplay in total.



## Super Punch Out!!

Review by: *TGS*

The long awaited sequel to the popular Mike Tyson's Punch Out!! on the NES has finally been released on the SNES... Eight years ago. At first glance you'll of course notice the fantastic improvements in graphics and sound quality. But let us pretend for a moment that I haven't played Punch Out!! on the NES. You start out as a strong looking fellow willing to take on the champions of the boxing world. So give your guy a name and let the fun start. There are four circuits in the game to complete (minor, major, world, special), each with four boxers to challenge. When you beat the first circuit you will gain access to the next, and when you beat that one, you'll gain access to the next and so on. The graphics are amazing. Super Punch Out!! has tons of great animations, from masked Mexicans spitting in your face to Chinese martial

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artists kicking your brains out. Your cartoon-like opponents are all drawn very detailed with big bad muscles and pretty shadows. Almost every boxer has got his own special moves, all done very smooth, and at a good frame rate; most of them are incredibly humorous.

Sadly, a few sprites and animations were taken away from other boxers and formed into a new one. But hey, whatever works, no? The animating of the crowd was the same in every game, in every circuit, and some spectators even gave me the impression that they could collapse from epileptic disorders at any moment. Overall, very excellent. We're moving on to the sounds/music now. It looks like Nintendo didn't fully capture the glorious sound of someone getting punched in the face; but no matter. The punches, taunts, moaning and grunts were still done decently. But the music, while not lacking in catchy tunes, sounds like it was done quickly on the keyboard. You see, every boxer has his own little tune you will hear before you fight him, and they sound very rushed, since the tune repeats itself after 10 seconds (w00t). However, I cannot complain about the superbly composed songs that you hear during the fights. Overall, decent sound and music.

Super Punch Out!! stands out because of its unusual but superb gameplay. Now let me tell you, I never really was a big fan of sports games, let alone boxing, but Super Punch Out!!'s arcade-style excellence really made me think differently. Instead of freely roaming around the ring you are set at one spot, and one spot only, while your opponent will break a series of punches and special moves on yo' skanky white ass. Super Punch Out!! forces you to keep alert by dodging to the left and the right and by ducking with the directional pad. And of course boxing wouldn't be boxing if you couldn't punch your opponent into a bloody pulp by pressing B and Y for a left jab and right jab to the stomach, or in the face, maybe even a counterattack.



Super Punch Out!! will let you do so much with just 2 buttons, it's unbelievable. In addition, you're also allowed to hand out some serious ass by firing a Super Punch. There's a little meter on the bottom of the screen, you should get it full by punching your opponent and then press X for a devastating Super Punch, or a series of uppercuts. Nothing wrong about the controls, though it will take you a while to get used to them. When you've mastered the controls, the game will be surprisingly easy, even the champion (Nick Bruiser) provided me no real challenge (I beat him in 10 seconds). Maybe it's because of the AI, which uses only one tactic, and becomes too predictable. Overall, Super Punch Out!! will provide you hours of fun for yourself or with your friends. I seriously recommend that you play it. It kicks ass.



## Super Street Fighter II

*The New Challengers*

Review by: TGS

1994. Capcom brews up a new Street Fighter Game; Super Street Fighter II - The New Challengers. Street Fighter, one of the greatest fighting series in the old days, is still shining along with the newer advanced fighters such as Dead or Alive, Tekken and Soul Calibur. It deserves my gratitude in exchange for the hours of fun it gave me. If I could sum it up in one word, I would have used no more than 'Capcom' for you people to know what I'm talking about. Although if Zach paid me, he most certainly wouldn't



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pay me to review video games in one word (you lucked out)... So, we all know Capcom provides us with fantastic graphics, and it really look like they pushed the SNES to its limits with this one. The beautifully designed backgrounds all looked very nice and with bright colors, especially with only 16 bit at your disposal.

I have little to complain about with the character designs either. They each look very original (except for the obvious Bruce Lee rip off, Fei Long) and every last one of their projectile moves were animated very well and with plenty of variation. We've got Boomerangs made of lightning, fireballs, tiger shots, kamehameha-thingies and whatnot. Also, take a good look at the player select screenshot; you can see how well they did those faces. In short, Capcom outdid itself; and wow, I've never heard such great fighting tunes in any game before. I really liked Cammy's theme, though Ryu and Guile's songs remained in my head for a few days too. There's nothing much to say about the sounds, punches and kicks sounded pretty realistic. The voices were pretty OK too.



Gameplay is where Street Fighter stands out. There are so many characters to choose from, and each with their own background and endings. Plus, we've got four new fighters for more fun - Cammy, Dee Jay, Fei Long and T-Hawk. Another good thing about this sequel is that the boss characters (Balrog, Vega, Sagat and Bison) now have 'real' endings instead of just some stupid podium and a "thank you for playing" message. But back to gameplay... The controls respond quickly, and there's absolutely no form of slow reaction in the game. Each player has got his/her own special moves and plenty of combos for you to experiment with. Unfortunately, some of these moves are abused and turn into 'cheap shots'. Honda's hundred hand slap and Ken's consecutive uppercuts led to some frustrating moments (yelling at the screen), but these 'cheap shot' moves can be countered by a good player.

What I especially like about the game are the combos. Unlike Mortal Kombat III, Street Fighter doesn't put the combos in a fixed button order, it lets you come up with your own, allowing you to surprise your opponent. Street Fighter has many features other than arcade and versus mode to keep you busy. Group battles, time attack, and tournament challenge will prevent you from getting bored of this game quickly. One bad thing though, I couldn't find a turbo function in the game (pssst. On "Game Start" you can push "pad right" and it will increase the stars under it - Zach). Overall, Street Fighter II - The New Challengers is good. Get it.



NOT TO MENTION THE  
MOST BEAUTIFUL FIGHTER  
ON THE PLANET EARTH!

# Burning Force

Review by: *Zachary Bartels*

Burning force is a pretty decent game, despite it's apparent girl-Bish style. I actually found this game while just picking randomly through my collection, and was kind of turned off when I first saw it. This seems to be the case with a lot of Sega games as of late, I just don't seem to enjoy them, or even running through my collection, as much as I do for other systems. All that aside, I decided to fire her up and have a go. I was, shall we say - mildly hooked. I have to admit, that first thing that caught my attention was the music. Sega music has definitely lacked in the past. I think it's just the music chip itself, and the fact it couldn't produce anything particularly pleasing except in a few select games (ala SOR2). However, the music in Burning Force is quite decent, and features a lot of drums. It's no secret I like drums of course, and there is also plenty of bass too. Sometimes it feels annoying and "scratchy" and other times you don't mind it.

I'm not sure if there is any real plot behind the game, as it just seems to be a collection of areas, enemies, and bosses. I think most people will find it fairly entertaining though. It's definitely not the best piece of work out there, as the fact they use the same stages with different terrain colors can be one obvious indication. But putting that aside the game is pretty solid. The graphics are nothing that would stand out, but they aren't exactly cheesy either. There are plenty of interesting enemy designs to look at, and you'll see a few interesting weapons and other power-ups along the way as well. My only gripe about this game is the controls. When you are on your speed bike thingy, it's all good, and I have no real complaints there. The bike is responsive, and easy to steer. However when you get to stages that require you to use that jet, well it just gets annoying.

I couldn't seem to find any sort of axis reversal option. What does this mean for us? Well, UP means up and DOWN means down. If you're an avid gamer, then you know what this means for games that simulate flight. Just incase you don't know, it's a real bitch to control games like this, as the preferred method of steering is UP makes the nose pitch down, and DOWN makes the nose pitch back. Much like a joystick does. Overall though the game has some solid play to it and is worth an hour or so on one of those rainy days.



# Double Dragon III

Review by: *Zachary Bartels*

I was bored late last night when I decided to pick a random game to play, so I ended up with Double Dragon III "The Rosetta Stone". As you might have guessed the idea here is to collect these stone things or something like that. To be honest I didn't really give a damn. Right from the start the game just rubbed me wrong. You are thrust straight into combat as usual, with brief but understandable reasons on your goals and where you are going, things of that nature. I don't have any screenshots for the game to show here as they weren't worth the space constrictions I had to work with. I don't usually knock a good fighting game, much less a Double Dragon game, as I have always enjoyed them; but I felt this one just plain sucked.

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In fact you might call it Streets Of Rage 2, without the good graphics, music, special attacks, and well... I guess you get where I'm going. Hell they even got guys that try to run you over with motor cycles in this one. There really isn't much to say about the game that is good, to be honest. It just feels lackluster. I seem to recall quite a few times where my punches or kicks didn't even register with an enemy, and then there is always the overcrowding situation where you get effectively gang-banged. It wouldn't be so bad if the controls weren't just simple kick and punch moves. Sure you can "buy" some "tricks" and extra men and weapons from a shop, but once you lose them, well... Goodbye. It also didn't add any to the challenge when I discovered you apparently have infinite continues. The graphics were mediocre, the FX and music kinda sucked, and overall the controls and range of attacks were unsatisfying. Save this one for your funeral.

## Golden Axe II

Review by: *Styley*

Who the heck doesn't know Golden Axe II?! I pity the fool (thanks Mr .T) who doesn't acknowledge this series as one of the best beat-em-up gems ever to grace the Genesis. First ruling the arcade and then invading the Genesis, this was the game that almost had it all. And by almost, I mean that it had just one flaw; the plot. Heck, I could summarize it to you in 3 sentences! Dark Emperor. Legendary Relic. Three Warriors. You do the math... Don't get me wrong; I love this game to death but the story could've been more memorable, Sega. Even though the story was mediocre, my friends and I had a hell of a blast playing it. We would play it in the morning, rest, play it in the afternoon, toilet break, and stop only when my mom yelled from the kitchen for us to do so. The gameplay, for its time, was incredibly addictive and the controls were tighter than a thong.

Your character could dash, charge, and open a can of whoop-ass faster than you can say, "that Amazonian is a sexy wildcat!" Hey! Maybe Blaze (from Streets of Rage) and her can make a game together and call it "Sexy Things". Ok. Ok. I know it sounds corny and I'll stop... You have a choice of three characters for which to defeat Dark Guld minions and reach the Emperor himself. Unless you're playing with a buddy, the enemy will always attack you from the back and front making them that much harder to kill. I recommend using the Warrior as he has the farthest range and is faster compared to other two. However, if you have an affinity with magic, then the Amazonian is the way to go. Her magic attacks do the best damage and her charge will hit no matter what. The Dwarf is the third character who is simply a dumbed-down version of his counterparts. Even with that large axe, he has the shortest range and not really good with magic but if you want a challenge then this is the guy for you. It's going to be hard though, really hard...



You are up against different types of enemies that are littered throughout the stages. Though nothing special, there was effort to keep the game fresh by making the enemies look different and not make it feel repetitive. The bosses in every stage are almost twice the height of your character and they are a joy to play against because they had elaborate designs and detail that was spectacular for 1991. Though their patterns are easy to read, they become more unpredictable in later stages and as the difficulty escalates. Furthermore, they always had bodyguards who kept poking at you, making it so difficult to even lay a hand on the boss (if only the sprites had more color). Now we come to the reason why I love this game so much! It's neither the graphics nor the game-

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play but it's the audio that steals the show. You read it right! The music was so darn catchy that I was humming more than half the time while playing it.

One of my personal favorite tunes is the boss theme. It sounds like a cross between a Mediterranean song and African beats (but that's just me). The other tunes were also very original and they were masterpieces in their own right. Kudos to the composers! To sum it all up, Golden Axe II had a mediocre plot, addictive gameplay, tight controls, a hot Amazonian, crisp graphics and music to die for. Could you ever ask for a better game than this? Even when facing fierce competition against Streets of Rage, Golden Axe II manages to hold its own largely due to its success with the first and still the best installation. Now, I know some of you out there would disagree with me (especially about the music), but this whole review is something I call my opinion and I'm entitled to it. So go get the game if you can and relive the age of Genesis and Golden Axe II.

## Road Rash

Review by: *Zachary Bartels*



Who doesn't remember Road Rash? Ah the memories, cruising along minding your own business, cutting off other bikers or smacking them with clubs! This is probably one game I will never really get tired of, as it just has so much replay value despite only boasting a few tracks. The premise is simple, you start out with a weak bike that takes corners relatively easy and can get you to the front of the pack with some fancy weaving and bobbing. You finish races and collect prize money, so you can buy new bikes as you go up in "levels".

You gain levels by completing tracks (naturally), and as you go up in levels the same tracks get harder. More traffic is introduced, faster bikers are in the race, you'll bump into police officers etc. The handling of the game has a very good feel to it, even though at times the game itself may seem to be "choppy" by modern standards. It still gets the job done though, and when you are pitted against tight bends and curves you'll really start to feel the "speed" of the game. Be careful not to wreck your bike too much though, as you'll end up losing money when you have to repair it.



I think one of the best parts of Road Rash is the music. It's good wholesome motorcycle racing music. It sort of has an 80's rock feeling to it at times which is always a plus with me (shame on me and my horrible taste). Sometimes I found myself really getting into the game with the combination of music, speed, and just doing something wild like jumping a hill and bouncing off another biker or car, then continuing on unscathed. But hey, if you really hate the music you can turn it off in the options menu. While the graphics aren't exactly the best, they do get the job done, though sometimes I wish bikers in the distance ahead weren't so blocky or pixelated.

Throughout the game other rashers will give you advice, some of it is common sense and some of it may help. If you find

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your bike is starting to have trouble keeping up with the head of the pack, it may be time to stop rashing and start racing. It also doesn't hurt to finish the race without wrecking to attain a decent spot, as every little bit of money towards a new bike will count. Also, I try to stay in the center of the road as much as possible and to anticipate turns. Staying in the center will minimize the chance of getting whacked by a car when coming over hills or around corners - don't be afraid to use your brakes, they can save your life and acceleration doesn't seem to be too much of a problem in this game so it's fairly easy to gain back any spots you may lose. Overall Road Rash is a solid game, good controls, good challenging races and increasing difficulty, good music and good clean fun. Definitely worth an hour or two of play whenever you fancy.



## Sonic The Hedgehog

Review by: *Zachary Bartels*

It's Sonic! Everyone knows Sonic, and if you don't... You suck! OK, not really, but it's still pretty hard to not know who Sonic is by now in the year 2002. OK so like, Dr. Robotnik has this machine that turns fluffy little animals into hideous monsters and stuff! Yeah I know, who the hell came up with that one? Don't get me wrong, the game itself is great, but some points are just lacking.... Like story... But then again, Sonic The Hedgehog is not about story! It's about action, and chaos emeralds, and fat evil scientists and stuff. The game is pretty straight forward. You have only two possible attacks. Jumping onto an enemy and rolling into them, resulting in what I guess is a nasty cut from that "mohawk" or something. Anyhow, if you see some baddies, bust them up and turn them back into cute fluffy animals for some personal satisfaction. If you aren't down with saving fluffy animals that's OK too, you can just remind yourself your score increases, or you can challenge yourself and try to avoid them all while completing the level or something like that.



The game is full of plenty of traps to trick you up, and catch you off your guard when you don't expect it (unless you've played it a million times). Crumbling terrain, hidden spikes, fast moving saw blades, and a lot more are hidden throughout the game in their respective zones. Over all there are seven zones, six with three levels each, and the seventh being the final. There is also a special stage you have the chance to get into, at the end of each level of the zone, except for the third level (where you fight Robotnik). To get into the special you need to have at least 50 coins by the end of the level. You'll see a big ring floating in the air that you have to jump through. The special stages are huge mazes filled with rings, obstacles, and traps that will suck you out before you have a chance to get to the chaos emeralds you have to acquire.

You'll know you've found the emeralds when you come across a huge chunk of block you have to hit several times to make disappear. While it isn't required to collect them all in order to beat the game, you haven't really "beat" the game until you do so. That's about all there is to explain about this one. It's fast paced, a bit of a challenge, and should keep you busy for a few hours. The music is pretty catchy as well, and as you can see the graphics aren't too bad either. Control is pretty simple, and you shouldn't have any problem learning to use Sonic to his full potential.



# Sonic The Hedgehog 2

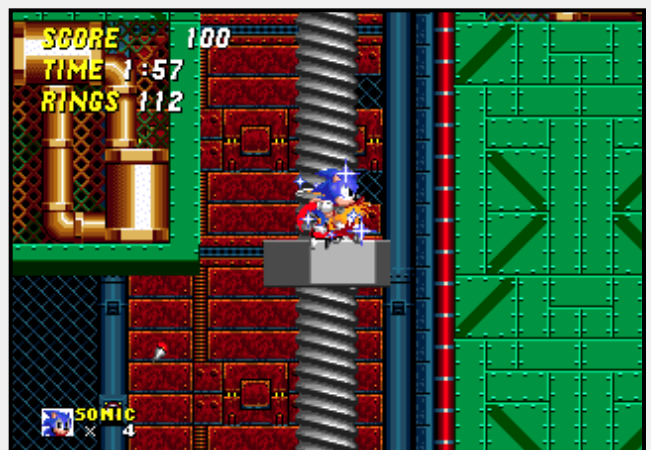
Review by: *Styley*

The most satisfying moments of my life have been spent on my Genesis. From 1991 to 1998 (when I got a PlayStation), my old Genesis has always kept me company through sleepless nights. I blame it on Sonic 2. If you're not familiar with this game then you're probably someone who just crawled out of a hole or something. Anyway, this game truly rocked my world (sounds like a song) when it first came out in 1992. I played it every chance I got. I was hooked, I was addicted... Damn you Sonic Team!

Robotnik is back (again), to destroy Sonic's home (again) and he's turning Sonic's friends into vicious monster robots (again). Okay, so the plot is thinner than air but remember, we're playing a platformer game from 1992. It's not an RPG people! The game mechanics were simple but sinfully fun. You control Sonic and jump over deathtraps, spikes, and metallic fish that jump out of nowhere, all whilst blasting through the scenery like a cheetah on fire. To add to that, Sonic had a sidekick who follows him anywhere he goes and his name is Miles "Tails" Prower. He's always there. When you're pouncing on some goon, he's there. When you're doing the loop the loop, he's there. When you drown, old faithful is sure to drown with you. He keeps on coming back like Jason... Sounds like a bad thing, but it's not because you always have a tag-along to keep you company all the way.

You start off your adventure in Emerald Hill Zone, where it is like Green Hill Zone, only much more vibrant. The colors are brighter, background looks good and the sprites are crisper and more clear than they were in the first game. The design of the game is absolutely superb! You're on your toes every step of the way and you'll never know what comes next (unless you've played it a gazillion times).

You have your standard item boxes like speed and invincibility, but there's a new one called teleport. If you don't know what it does then you'd better ask Mr. Spock right away. My favorite part of the game is when you're in the special stages. Sonic is thrown into a 3D high-speed gauntlet-esque runway and he has to collect enough rings to reach the Chaos Emeralds. This time, the Chaos Emeralds do play a role; collecting 7 of them would turn Sonic into Super Sonic. When he does, he glows golden yellow and his spikes stands up Sans Goku style!



Audio-wise, my only complaint is the sound of Sonic's jump. It bugs the hell out of me! You would hate it too, if you had to listen to it a million times. Thankfully it is dampened by the catchy tunes that liven the game up (Metropolis comes to mind). I can still remember how the songs go even after 11 years (that's how catchy they were)... OK. Enough ranting. Overall, Sonic 2 is a solid game that deserves your attention. Even though it doesn't break new grounds, it's still a fun game that you can sink your teeth into (or gums, if you have no teeth).



# Streets of Rage 2

Review by: *Zachary Bartels*

Where do I start? Oh yea... This game owns you! It's great, probably my all-time favorite Genesis game to play whenever. I could play this game if I woke up in the middle of the night and decided to, or if I just hopped out of bed in the morning, it's that kind of game. When I came across this game at a friends house I had my first taste of it quite a few years ago, and I didn't even know what it was.. "What's that?" followed by the typical dead room staring. I figured it out on my own though, since I'd played the original Streets Of Rage a long time ago and it snapped into memory.

I know it sounds corny to hear but Blaze is hot... I mean...uh.. she WAS hot, yea... at the...time... Did you know if you pause right you can get pretty good shots of her upper thigh? But what's with her shoes anyway, those things look weird huh? Eh... back to the game. There's not really much in the plot of the game itself, as is pretty usual with beat'em ups.

The story is that Mr. X kidnapped Adam and you've got to go save him while kicking some major ass along the way. Hey I'm not gonna argue with that, it's a great way to get some exercise and murder thugs without a problem from the police! Right from the first level you hear some pretty thumpin' music that you can really tap your feet to. It really does sound well on the TV which is really cool. Hell, just about every BGM in this game rocks, some of the best club/techno-style music I've ever heard.

The control is also excellent, and you shouldn't have a problem learning all of the characters moves without a manual either. I think I've pretty much learned them without any sort of documentation. Probably the only game I can boast that for ;) The graphics I consider very nice indeed for the Genesis, there are some really cool scrolling effects done in this game that kinda jump out at you sometimes. This game has TONS of replay value - I've been playing it over and over as long as I can remember and the difficulty settings make it even better. Plus you can play 4 player with this game if I am not mistaken (I know for a fact I did a 3p at a friends house with him and this other kid).



## Top Gear 2

Review by: *Zachary Bartels*

Top Gear 2 is a pretty average game, and I picked this one out by chance. At first I was pretty bored with it and thought the control system sucked, but it turns out it was just the tires on the car. The game has quite a few options to go through, ranging from level of difficulty, one or two players, music during a race or sound (but not both), and a password continue option, as well as start game (duh) option. I thought it kind of sucked that you couldn't have both music and sound, but I guess nothing is perfect. Among the challenges of the games is coming in first place, which is something

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you really want to do if you ever want to upgrade your car in a quick manner. First place banks 10k, and when you look at the prices on more expensive parts, it's evident that you're going to need every penny. I suggest getting the most expensive pair of both wet and dry tires first though, as you'll want these for maximum control. The rest is up to you. You can purchase engine, tires, gearbox, nitro, and armor, in no particular order.

The graphics... Well they're OK graphics anyway, not exactly bad and not exactly good, but they have a certain level of quality from them you'd come to expect from a Sega game I suppose. The sound effects on the other hand are a bit annoying, like when the tires screech - it sounds more like a fricking electronic hiss or something, or maybe it was just me. The crashes leave much to be desired as well, just a few "thump" type sounds. The game did do the weather effects really nice however, when driving in the rain you even get lightning. You also have to drive through fog, and in the dark with limited forward vision. I guess one of the more enjoyable aspects of the games is when you get to crash (unless your trying to win), but even that wears off after a while.

The only thing left to do is drive and enjoy the scenery I guess, if you're into that sort of thing... Or if you want you could just play it into the ground until you've gotten 1st in every race and every possible upgrade. The night races in particular might prove a bit of a challenge, due to the fact you -really- can't see anything until you're pretty much on top of it. Passing is a rather simple game of guessing. Are they going left or right? And yes, they will try to block you on occasion, it's actually sort of annoying to think you have someone and then they pull into your line of driving. At least these guys don't hit you from behind and spin you out though. One last feature I forgot to mention earlier was the paint shop! Paint your car from a selection of basic colors, slap some nice tires on, and cruise into 1st place.

Also as mentioned earlier, you can select either sound effects or music to be played during your race. If the sound effects annoy you to no end (they sort of got to me), you might try out the music. It's nothing fancy but usually the songs tend to have a nice beat to them, so it's worth a listen. Overall a great game, smooth play, humble graphics, and OK music. Definitely worth trying out.



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-The Old Skool Games staff